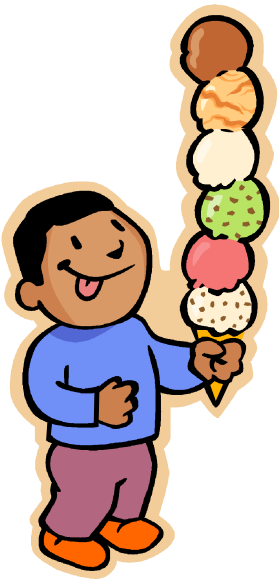
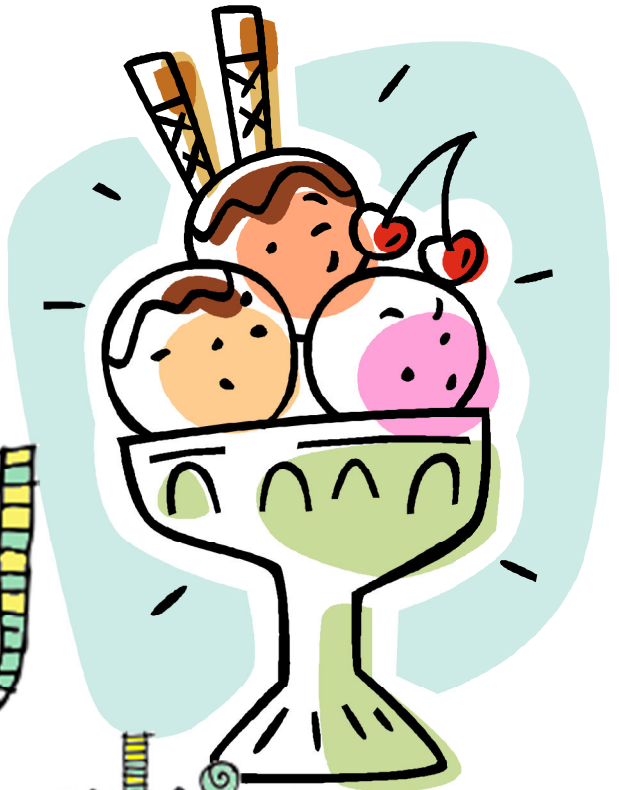


Yummy Multiplication



Motivate your students to memorize the multiplication facts with these fun games, mastery quizzes and yummy sundae incentive.

Who doesn't love an ice cream sundae! That's why it's the perfect incentive to motivate your students to memorize the multiplication facts. Every student will have the chance to earn a really super sundae by memorizing more and more facts. Passing each level of facts earns a part of the sundae.

The facts are organized so students will have success quickly. You begin with X0, and X1 then go on to X2, X 5, X 9 and X 10. These facts are the easiest to memorize. Believe it or not, after students master those facts there are only 15 more facts to learn.

By passing each level the students earn a part of the sundae.

X0, X1 earns the napkin

X2 earns the bowl

X5 earns the spoon

X9 earns one scoop of ice cream

X10 earns another scoop of ice cream

X 3 earns the third scoop of ice cream

X 4 earns chocolate or caramel syrup

X 6 earns sprinkles










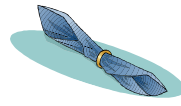
X7 earns whipped cream

X8 earns a cherry on top!

Students show mastery by scoring 100% on a one minute test.

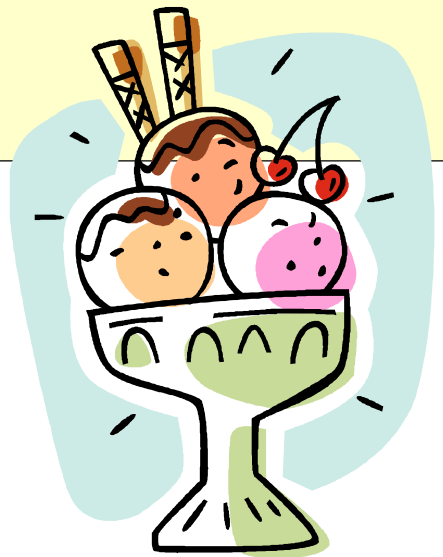
The Multiplication Sundae charts help students track their progress. Teachers can initial/date the chart, hole-punch or give students a sticker to add to the chart after they pass a one minute test.

Sundae Chart

	X 8 cherry	
	X 7 whipped topping	
	X 6 sprinkles	
	X4 syrup	
	X 3 third scoop	
	X10 second scoop	
	X 9 first scoop	
	X 5 first spoon	
	X 2 bowl	
	X0 and X1 napkin	

Build the ice cream
Sundae of your
dreams!

Earn the parts of
your sundae by
memorizing the
multiplication facts.









name _____

name _____

score /30



Minute Mastery Test X10

name _____

score _____/30



Minute Mastery Test X3

name _____

score _____/30



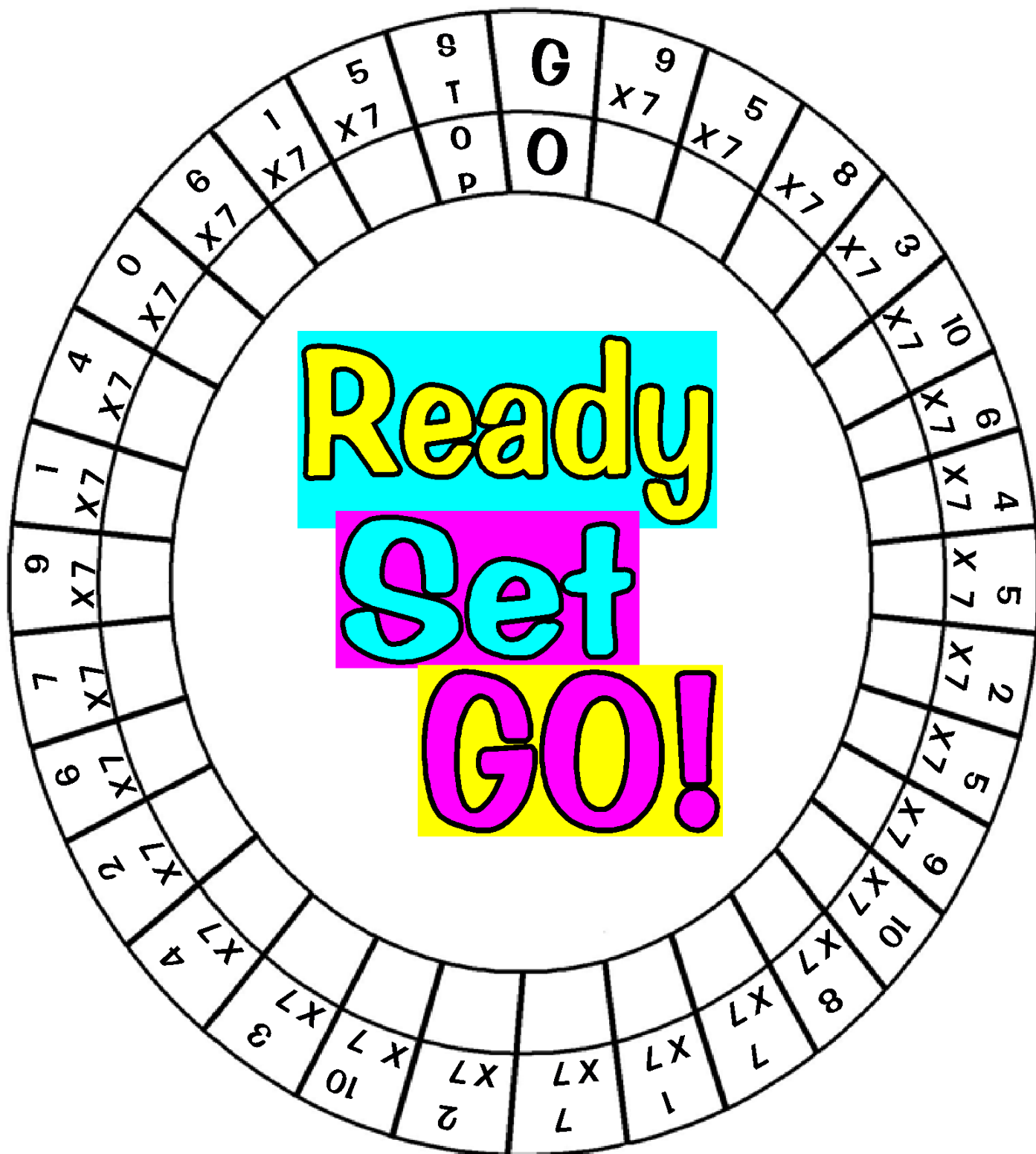
Minute Mastery Test X4

name _____

score _____/30









Game Direction Cards

*Game boards included in this packet.

Push Me~Pull You



2 players

Materials: *Game board with multiplication facts, 1 token, 1 die or spinner

Game Directions

1. The object is to get the token off your side of the board. Players sit side by side.
2. Place the one token on the start space.
3. Player 1 rolls or spins and moves the token in his/her direction. The player says the problem and gets to stay in that space if he/she is correct. A wrong answer causes the token to go back where it was at the beginning of that turn.
4. Play continues until one player goes off his or her end.

Salute

3 players

Materials: deck of cards with face cards removed, multiplication chart (optional)



Game Directions

1. Players 1 and 2 sit opposite from each other, with the deck of cards face down between them. Player 3 sits by the side so he can see the other two.
2. Player 3 says "Salute" and players 1 and 2 pick up a card from the deck, without looking, and raise it to their forehead. Player 1 can see Player 2's card and Player 2 can see Player 1's card.
3. Player 3 can see both cards and multiplies the 2 numbers on the cards and announces the product.
4. Players 1 and 2 can see the opponent's number and hear the product. They can now figure out their number. The first to say the number on his or her card is the winner of that round.
5. Play continues until the cards have all been played.

Give And Take

2 Players

Materials: * game board, 5 chips each, game cards numbered 1-10

Players decide on the set of facts to be practiced and select that specific game board.



1. Player 1 picks one game card and multiplies it by the factor being practiced. The player places a chip on the product if it is free. If it is occupied the chip is taken off the board and returned to its owner.
2. Player 2 takes his or her turn in the same way.
3. Play continues until one player has all 5 chips of their chips on the board.

Last Man Standing

Whole class or large group

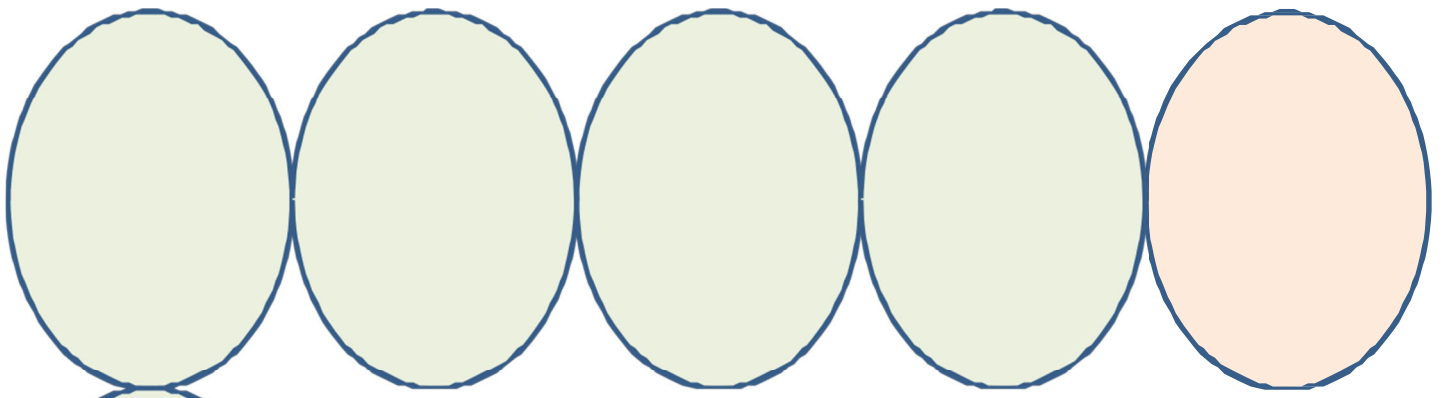
Materials: none



Game Directions

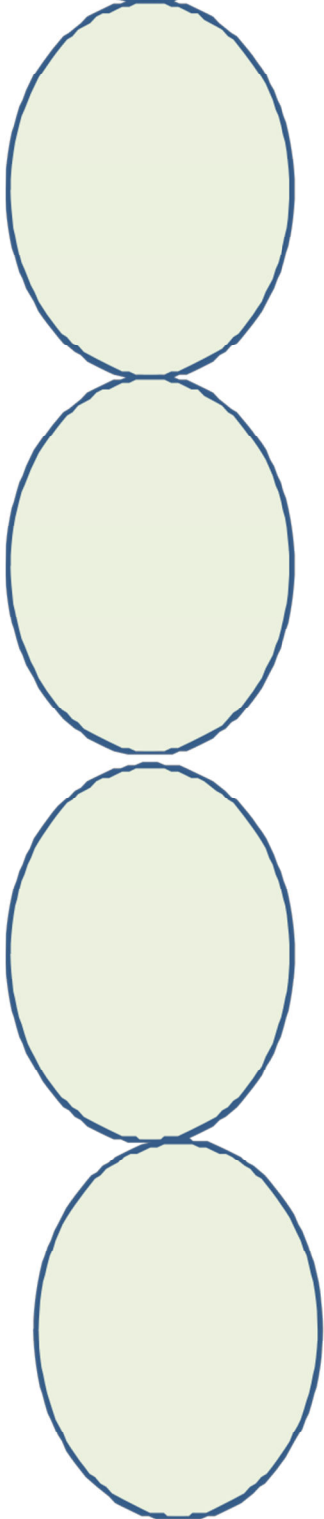
1. The object of the game is to be the last person standing as students say the multiples up to the number X 10. For example if you're saying the 2's multiples the person who says 20 has to sit down. For the 3's, the person who says 30 has to sit down.
2. The first person says 1 or 2 numbers, and play progresses around the circle. Each person gets the choice of saying 1 or 2 numbers.
3. When a person sits down, the next person starts the counting sequence again.
4. Play continues until there is only one person still standing.

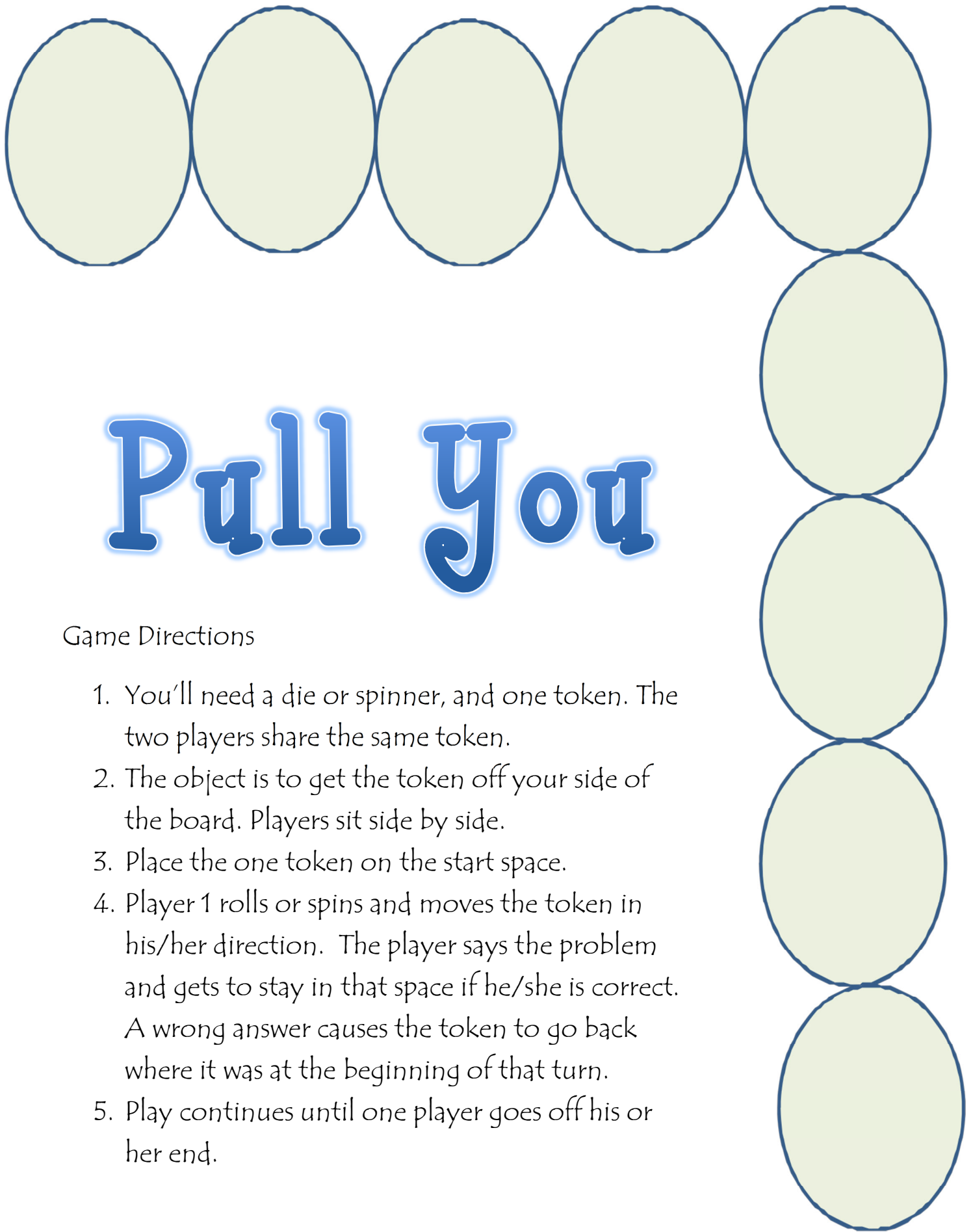
This is a great game to practice saying multiples,
which helps students learn multiplication facts.



Start

Push Me





Pull You

Game Directions

1. You'll need a die or spinner, and one token. The two players share the same token.
2. The object is to get the token off your side of the board. Players sit side by side.
3. Place the one token on the start space.
4. Player 1 rolls or spins and moves the token in his/her direction. The player says the problem and gets to stay in that space if he/she is correct. A wrong answer causes the token to go back where it was at the beginning of that turn.
5. Play continues until one player goes off his or her end.

Give and Take game boards and cards

Give and Take Game Boards (one for each set of facts X2 to X10)

2	4	6	8	10
12	14	16	18	20

3	6	9	12	15
18	21	24	27	30

4	8	12	16	20
24	28	32	36	40

5	10	15	20	25
30	35	40	45	50

6	12	18	24	30
36	42	48	54	60

7	14	21	28	35
42	49	56	63	70

8	16	24	32	40
48	56	64	72	80

9	18	27	36	45
54	63	72	81	90

1

2

3

4

5

6

7

8

9

10